

# Bandit's Knife

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Knife.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Bandit's%20Knife>

“ *This wide single-edged shortsword is the favorite of lowly thieves and bandits. Primarily a slicing weapon, but highly effective when used for critical hits, such as after parrying or from behind.* ”

## Availability

## Starting weapon of the Thief class

Drop from Undead Assassins (2% drop rate)


## General Information

Bleed buildup is 33 per strike and it deals 30% HP.

This weapon had the highest Critical Modifier before the release of the DLC, with the DLC, the Dark Silver Tracer has the highest Critical Modifier at 400.

The weapon's name changes to "X Knife" after any non-normal upgrade. ("X" is replaced with the weapon's upgrade path)

Image	Name	Damag e	Critical	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Damag e Reduct ion %	Stabilit y	Aux Effects	Frampt Souls
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	Bandit's Knife	56/0/0/0	147	200	1.0	6 <sup>1</sup> /12/0/0	45/10/3 0/30	26	300/0/- /-	50
		Bleed 300  (Slash)				E/B/-/-				

# Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Heavy right-to-left swipe into heavy left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Forward stab.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Horizontal swipe.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Downward slash into left-to-right slash.	
R2 — R2	Heavy right-to-left swipe into heavy left-to-right swipe.	
Roll — R1	Forward stab.	
Backstep or Run — R1	Downward slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a heavy right-to-left swipe into a heavy left-to-right swipe.

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Bandit's Knife +0	56/0/0/0	E/B/-/-					
Bandit's Knife +1	61/0/0/0	E/B/-/-	1				100
Bandit's Knife +2	67/0/0/0	E/B/-/-	1				100
Bandit's Knife +3	72/0/0/0	E/B/-/-	2				100
Bandit's Knife +4	78/0/0/0	E/B/-/-	2				100
Bandit's Knife +5	84/0/0/0	E/B/-/-	3				100
Bandit's Knife +6	89/0/0/0	E/B/-/-		1			100
Bandit's Knife +7	95/0/0/0	E/B/-/-		1			100
Bandit's Knife +8	100/0/0/0	E/B/-/-		2			100
Bandit's Knife +9	106/0/0/0	E/B/-/-		2			100
Bandit's Knife +10	112/0/0/0	E/B/-/-		3			100
Bandit's Knife +11	117/0/0/0	E/B/-/-			1		100
Bandit's Knife +12	123/0/0/0	E/B/-/-			1		100
Bandit's Knife +13	128/0/0/0	E/B/-/-			2		100
Bandit's Knife +14	134/0/0/0	E/A/-/-			3		100
Bandit's Knife +15	140/0/0/0	E/A/-/-				1	100

## Raw

Base damage increased. Stat bonuses reduced.

Requires:

- Bandit's Knife +5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Knife +0	96/0/0/0	E/C/-/-	1	100
Raw Knife +1	102/0/0/0	E/C/-/-	1	100
Raw Knife +2	108/0/0/0	E/C/-/-	1	100
Raw Knife +3	115/0/0/0	E/C/-/-	2	100
Raw Knife +4	121/0/0/0	E/C/-/-	2	100
Raw Knife +5	128/0/0/0	E/C/-/-	3	100

## Crystal

Bandit's Knife durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Knife +0	123/0/0/0	E/B/-/-	1		100
Crystal Knife +1	128/0/0/0	E/B/-/-	1		100
Crystal Knife +2	134/0/0/0	E/B/-/-	1		100
Crystal Knife +3	140/0/0/0	E/B/-/-	2		100
Crystal Knife +4	145/0/0/0	E/A/-/-	3		100
Crystal Knife +5	151/0/0/0	E/A/-/-		1	100

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires:

- Bandit's Knife +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Knife +0	100/0/0/100	-/-/-	45/10/30/30	1		100
Lightning Knife +1	108/0/0/108	-/-/-	45/10/30/32.4	1		100
Lightning Knife +2	116/0/0/116	-/-/-	45/10/30/34.8	1		100
Lightning Knife +3	124/0/0/124	-/-/-	45/10/30/37.2	2		100
Lightning Knife +4	132/0/0/132	-/-/-	45/10/30/39.6	3		100
Lightning Knife +5	140/0/0/140	-/-/-	45/10/30/42		1	100

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires:

- Bandit's Knife +5
- Green Titanite

Blue Titanite  
Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Knife +0	63/69/0/0	E/D/C/-	1			100
Magic Knife +1	67/73/0/0	E/D/C/-	1			100
Magic Knife +2	71/78/0/0	E/D/C/-	1			100
Magic Knife +3	75/82/0/0	E/D/C/-	2			100
Magic Knife +4	79/87/0/0	E/D/C/-	2			100
Magic Knife +5	84/92/0/0	E/D/B/-	3			100
Magic Knife +6	88/96/0/0	E/D/B/-		1		100
Magic Knife +7	92/101/0/0	E/D/B/-		1		100
Magic Knife +8	96/105/0/0	E/D/B/-		2		100
Magic Knife +9	100/110/0/0	E/D/B/-		2		100
Magic Knife +10	105/115/0/0	E/D/B/-			1	100

# Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires:

- Magic Knife +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Knife +0	84/90/0/0	E/E/C/-	1		100
Enchanted Knife +1	87/92/0/0	E/E/C/-	1		100
Enchanted Knife +2	90/95/0/0	E/E/C/-	1		100
Enchanted Knife +3	94/98/0/0	E/E/C/-	2		100
Enchanted Knife +4	97/100/0/0	E/E/B/-	3		100
Enchanted Knife +5	100/104/0/0	E/E/B/-		1	100

# Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires:

- Bandit's Knife +10
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Knife +0	57/69/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +1	60/73/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +2	64/78/0/0	E/D/-/C	0/0/110/-	1			100
Divine Knife +3	68/82/0/0	E/D/-/C	0/0/110/-	2			100
Divine Knife +4	72/87/0/0	E/D/-/C	0/0/110/-	2			100
Divine Knife +5	76/92/0/0	E/D/-/C	0/0/110/-	3			100
Divine Knife +6	79/96/0/0	E/D/-/B	0/0/110/-		1		100
Divine Knife +7	83/101/0/0	E/D/-/B	0/0/110/-		1		100
Divine Knife +8	87/105/0/0	E/D/-/B	0/0/110/-		2		100
Divine Knife +9	91/110/0/0	E/D/-/B	0/0/110/-		3		100
Divine Knife +10	95/115/0/0	E/D/-/B	0/0/110/-			1	100

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires:

- Divine Knife +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.



Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Knife +0	76/84/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +1	80/88/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +2	85/92/0/30	E/D/-/B	0/0/-/110	1		100
Occult Knife +3	89/96/0/30	E/D/-/B	0/0/-/110	2		100
Occult Knife +4	94/100/0/30	E/D/-/B	0/0/-/110	3		100
Occult Knife +5	98/105/0/30	E/D/-/B	0/0/-/110		1	100

## Fire

Fire damage added. All stat bonuses removed.  
Requires:

- Bandit's Knife +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Knife +0	72/0/72/0	-/-/-	45/10/30/30	1			100
Fire Knife +1	78/0/78/0	-/-/-	45/10/30.3/30	1			100
Fire Knife +2	84/0/84/0	-/-/-	45/10/30.6/30	1			100
Fire Knife +3	89/0/89/0	-/-/-	45/10/30.9/30	2			100
Fire Knife +4	95/0/95/0	-/-/-	45/10/31.2/30	2			100
Fire Knife +5	100/0/100/0	-/-/-	45/10/31.5/30	3			100
Fire Knife +6	107/0/107/0	-/-/-	45/10/31.8/30		1		100
Fire Knife +7	114/0/114/0	-/-/-	45/10/32.1/30		1		100
Fire Knife +8	120/0/120/0	-/-/-	45/10/32.4/30		2		100
Fire Knife +9	127/0/127/0	-/-/-	45/10/32.7/30		3		100
Fire Knife +10	134/0/134/0	-/-/-	45/10/33/30			1	100

## Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires:

- Fire Knife +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Knife +0	88/0/102/0	-/-/-	45/10/30/30	1		100
Chaos Knife +1	93/0/108/0	-/-/-	45/10/30.6/30	1		100
Chaos Knife +2	98/0/114/0	-/-/-	45/10/31.2/30	1		100
Chaos Knife +3	102/0/119/0	-/-/-	45/10/31.8/30	2		100
Chaos Knife +4	107/0/125/0	-/-/-	45/10/32.4/30	3		100
Chaos Knife +5	112/0/131/0	-/-/-	45/10/33/30		1	100

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

<b>Weight:</b>	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

## Footnotes

1. When two-handing this weapon, only 4 Strength is required.